Atarisoft
PAC-MAN
Intellivision Cartridge Instructions

NOTE: Always turn the POWER switch OFF before inserting or removing the cartridge.

GAME PLAY

Keep PAC-MAN alive. Guide him; protect him from the ghosts. Gobble up dots, energy pills, fruit, bells, keys, and ghosts to score points. Eat all the dots on the screen and the maxe starts over. Score 10,000 points and you'll earn a bonus PAC-MAN life.

The game starts with three lives, which are indicated by the number at the lower right corner of the screen. When game play begins PAC-MAN moves to the starting posiition at the center, close to the bottom of the screen. Use the DISC to guide PAC-MAN around the maze. As he passes over the dots, he gobbles them up and you score points. Also in the maze are four feisty ghosts. They are out to devour PAC-MAN, but the energy pills give PAC-MAN the necessary power to gobble up ghosts before they gobble him up.

When PAC-MAN eats an energy pill, the ghosts turn blue with fright. PAC-MAN can then chase the ghosts and gobble them up. But watch out when the ghosts start to blink, run quickly; they're going to change back to their original colors. The more ghosts you gobble up with one energy pill, the more points you score.

For a tasty bonus treat, PAC-MAN delights in munching fruit. Cherries, strawberries, peaches, apples, and pineapples appear at the center of the screen. They only last a few seconds, so eat the fruit quickly to score bonus points. After munching all the fruit, PAC-MAN can collect these other valuable bonus prizes; bells and keys.

GAME CONTROLS

To play a two-player game, press the number 2 key; for a one-player game press any other key. Game play beigns immediately after game selection. Press the number 1 key and the CLEAR key together to PAUSE the game and freeze the action for 30 seconds. Press number 1 key and number 9 key o stop game for longer than 30 seconds. Press any key or the DISC to resume play. When a game ends, press an ACTION key to start the game again. Do not press RESET on the Master Component console: this would reset your high score also.

Use the DISC to maneuver PAC-MAN around the maze. Use the DISC to slide PAC-MAN in and out of the openings on either side of the maze. If he exits on the right, he reenters on the left: if he exits on the left, he reenters on the right. But beware, the ghosts can travel these routes too!

SCORING

The current player's score appears alongside the right portion of the screen. When the game is over, the high game score appears with the current game player(s) scores.

HELPFUL HINTS

Novice PAC-MAN players should practice eating all the dots to clear the maze before trying to eat the ghosts. Stay close to an energy pill before you eat it, and tease the ghosts into moving toward you. When the ghosts get close, eat the energy pill and gobble up as many of them as you can. Use the side openings of the maze like an escape tunnel. Move to either side while evading the ghosts. Use strategy, and try to save your energy pill until you absolutely need them. When you are in a hurry, travel a route already cleared of dots: you can move 20 percent faster. Look for patterns which work best for you.